

**SNK**

# The Irritating Maze

**USER'S MANUAL  
THE IRRITATING MAZE**



- Be sure to read this user's manual before use.
- Keep this manual nearby when operating this cabinet.



1971

1971



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# TO OUR VALUED CUSTOMERS

Thank you for your purchase of the Irritating Maze cabinet.

This user's manual is targeted at users, technicians, and operators of this product. Various methods for placing, operating, maintaining, testing, and moving this product are explained herein. These procedures listed should only be performed by those who have carefully read and understood this manual.

Finally, keep this manual where it can easily be found for reference during routine operation, etc.

Those who replace parts, carry out maintenance and testing, and handle malfunctions should be limited to maintenance staff and technicians.

## **[In-store Maintenance]**

In-store maintenance staff refers to those who have experience in handling amusement machines, and under the supervision of the amusement machines' owner or operator are engaged in the daily upkeep of machines, including installation, maintenance checks, and replacement of units and disposable parts.



## **[Technicians]**

Technicians refer to those who are involved in the designing, manufacture, checking, and maintenance at an amusement machine manufacturer and also have advanced training or equivalent experience in the daily upkeep and repair of amusement machines.

# Precautions for safe operation

The procedures listed herein must be carefully followed to ensure both safe operation and to prevent personal injury and property damage. Before use, please carefully read through the manual for proper usage methods. After reading it, be sure to keep the manual in a safe place for later reference.

## ■ Display Explanations

	
Ignoring these warnings may result in death or serious injury.	Ignoring these warnings may result in injury or property damage.



- **This cabinet is for indoor-use only. Under no circumstances should it be placed outdoors or in the locations listed below. So doing may result in accidents such as fire and electric shock.**
  - Indoor pools, areas near a shower, and other locations where humidity is high.
  - In areas exposed to direct sunlight.
  - In areas that are excessively hot, like next to a heater. In areas around dangerous materials.
  - In places that are excessively dusty.
  - In areas prone to leaking or flooding.
  - Near ventilators and areas of severe temperature extremes.
  - On inclines, areas subject to severe jolts, and other unstable locations.
  - Near fire fighting facilities and emergency exits.
- **Should any of the following occur, immediately turn the power switch off and unplug the cabinet. Continued use in any of these circumstances may result in accidents such as fire and electric shock.**
  - When there is a breakdown
  - When the cabinet is damaged
  - When water or foreign matter enters inside the cabinet
  - When smoke, unusual odors, or strange noises emanate from the cabinet
- **Do not place liquid containers (drinks, etc.) or small metal objects on the machine. Should liquid or metal objects fall into the machine, it may result in fire and electric shock.**
- **Be sure to tightly connect all connectors. If insertions are partially or incorrectly made, these may result in accidents such as fire and electric shock.**
- **Before changing software cartridges and performing other operations with electrically charged parts, be sure the power switch is turned off and the cabinet unplugged. Performing procedures while the power is on may result in accidents such as fire and electric shock.**

- Do not perform repairs or modifications on the cabinet yourself. These may result in accidents such as fire and electric shock.
- Do not touch the back of the monitor. Because the monitor has high-voltage parts, touching these even after the machine is unplugged may cause severe electric shock.
- If the cabinet should fall over and break, immediately turn the power off and remove the plug from the outlet. Continued use may result in fire or shock.
- Be sure to plug the cabinet into an outlet rated at AC 220-240V. Make sure only the cabinet is plugged into this outlet. If other high-capacity products (air conditioners and large-size cabinets, etc.) are used on the same power line, this may result in accidents such as fire and electric shock.
- Be sure to connect a ground cord. If the cabinet is not properly grounded, it may result in electric shock in the event of a short circuit.
- Place the cabinet as close as possible to the outlet and ground connections and make sure cords are not exposed. If exposure cannot be avoided, securely place protective covers over all cables to protect them. If wiring is exposed over walkways and areas with heavy traffic, not only may cords be damaged, resulting in fire or electric shock, people may also trip over these.
- Do not forcefully bend or pull cords or place heavy objects on them. This will damage cords and may cause fires and electric shocks.
- Before moving the cabinet, make sure the power cord has been unplugged from the outlet and placed in the rear power box. If this is not done, this may not only damage the cabinet and cause electric shocks, it may be a cause of injury should the cord be tripped over.
- When moving or shipping the cabinet, be sure to do so using an appropriate number of personnel. This is necessary to avoid damage to the cabinet and personal injury.
- When moving the machine on stairs or other inclines, do so with a number of people that allows easy lifting of the cabinet.
- When placing and installing the cabinet, carefully adjust the five adjusters at the base of the cabinet to bring the cabinet level to the surface its placed on. If the machine should fall over, it may damage the machine and cause personal injury. Turning the adjusters to the right (clockwise) will lower the cabinet and turning them to the left (counter-clockwise) will raise the cabinet.
- Do not unplug the machines if your hands are wet. This may result in an electric shock.



- Do not mount the cabinet or place heavy objects on it. This may not only cause personal injury should the cabinet become unbalanced and tip over or fall, but this may damage the cabinet.
- When unused for long periods, turn the cabinet off and unplug it for safety.

- Place the cabinet where room temperature is between 5°C and 40°C. If the temperature exceeds or falls below the recommended temperature range, this may result in breakdowns.
- During shipping or moving, avoid serious jolts to the cabinet. This may cause damage or breakdowns.
- Because repairs of each type of printed-circuit board (PCB) are to be performed by the SNK Corporation, do not perform electric current tests with a tester. The internal voltage of the tester may damage ICs.
- Be sure to use specified parts and fuses meeting the specifications listed herein. Using parts not meeting these standards may cause damage or breakdowns.
- Do not apply volatile liquid cleaners like benzene, alcohol, thinner, and insecticides to the cabinet. This may cause paint and stickers to peel and ruin the luster of the cabinet's finish.
- When inserting the cabinet's power plug into the outlet and unplugging the cabinet, be sure the cabinet's power switch has been turned off. Doing so with the cabinet turned on may cause breakdowns.

## Requests for Placement

Under no circumstances place this machine near emergency exits and fire-fighting facilities, such as fire extinguishers, etc. At times of fire or accidents, the cabinet may impede escape and fire-fighting activities.

### Cabinet Upkeep

- When the cabinet is dirty, use a dry or damp soft cloth to wipe it. If really dirty, use a neutral detergent to clean the cabinet.
- Because the monitor screen is coated with an anti-static coating, wipe it with a dry or damp soft cloth without strongly rubbing the surface.

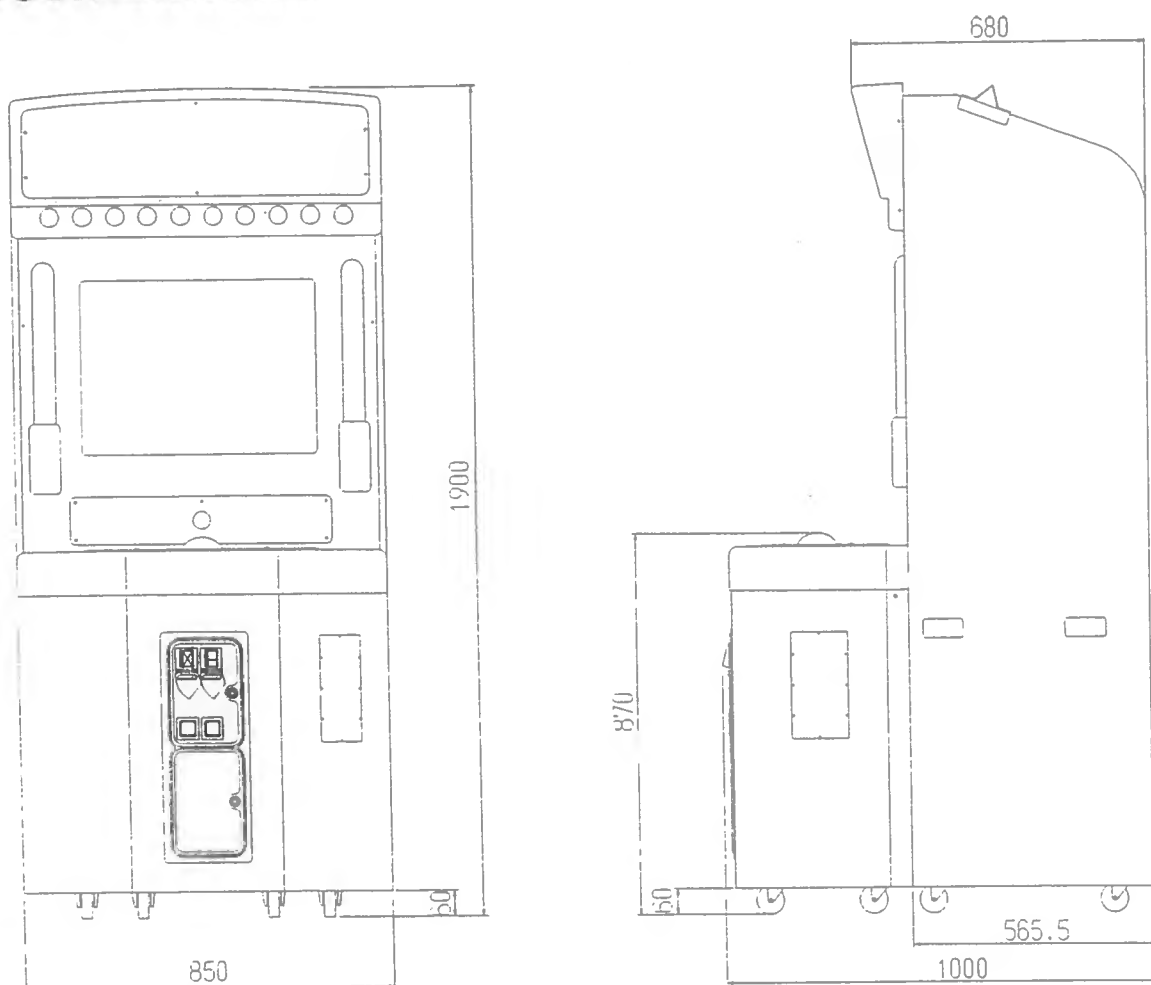
# The Irritating Maze

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\* Contents may be changed without notice.

## ■ Specifications

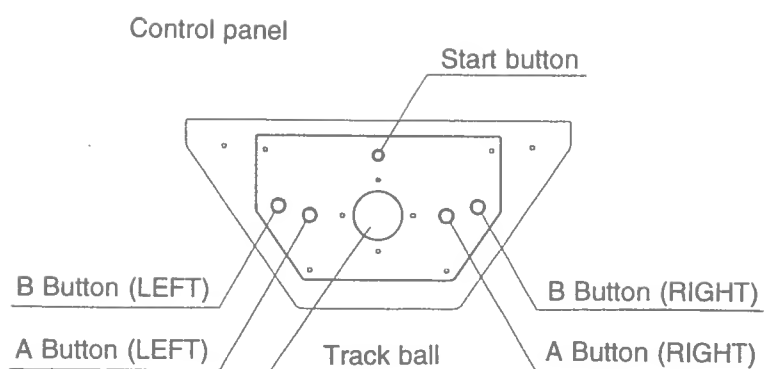
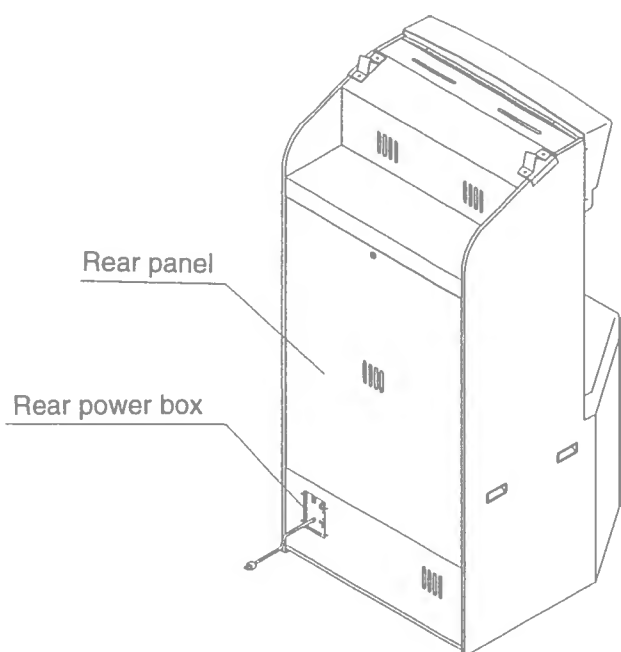
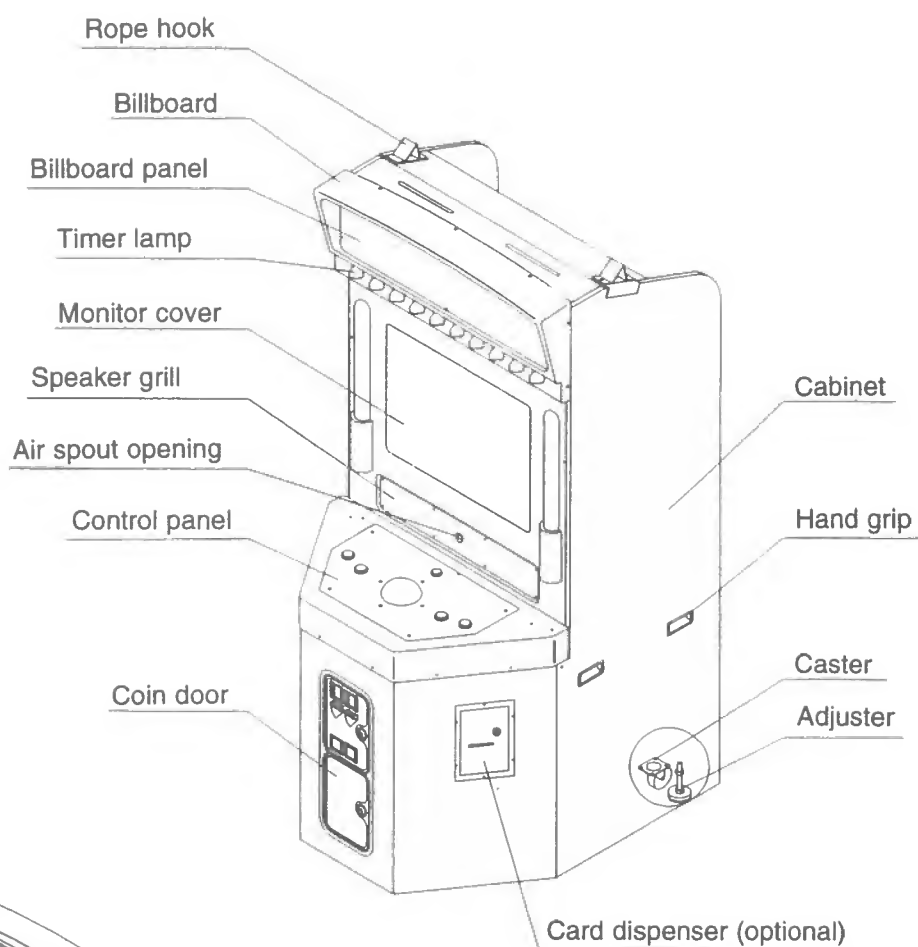


- |                               |   |
|-------------------------------|---|
| 1. Power Supply:              | AC220 to 240V (50/60Hz)   |
| 2. Power Consumption:         | 400W  |
| 3. Dimensions:                | 850 mm (W) × 1,000 mm (D) × 1,900 mm (H)  |
| 4. Weight:                    | 150kg   |
| 5. Fuse Standard:             | 6A (anti-surge type)  |
| 6. Internal Monitor:          | 29-inch CRT color monitor   |
| 7. Operation Condition:       | Indoor-use  |
| 8. Operation Temperature:     | 5°C to 35°C   |
| 9. Accessories:               | Master keys ..... 2<br>Cash box keys ..... 2<br>L-shape wrench (for M4 screws) ..... 1<br>Screws (M6 × 35) ..... 6<br>User's manual ..... 1 |
| 10. Options (sold separately) | Card dispenser  |

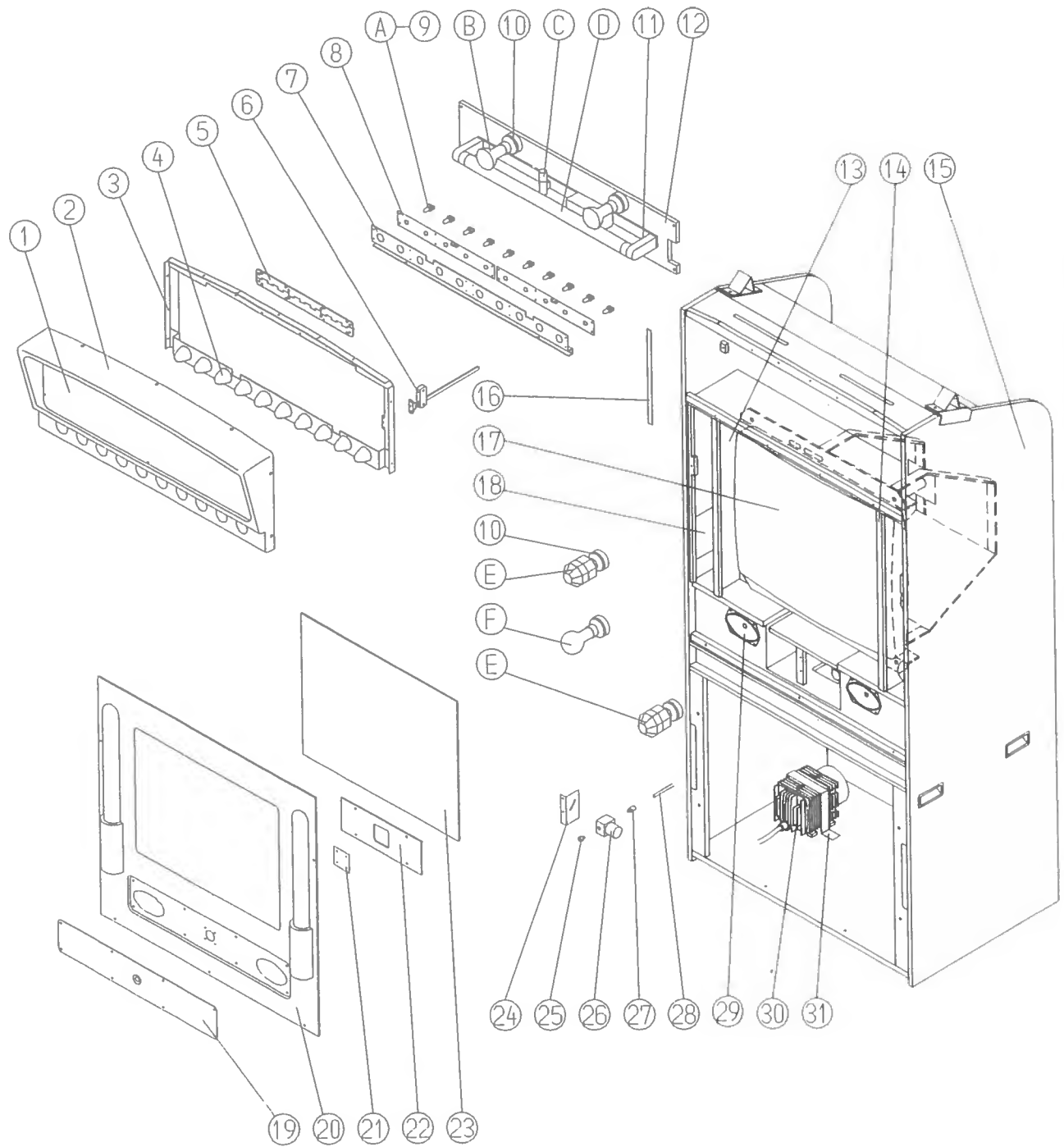
\* All specifications are subject to change for product improvement without prior notice.

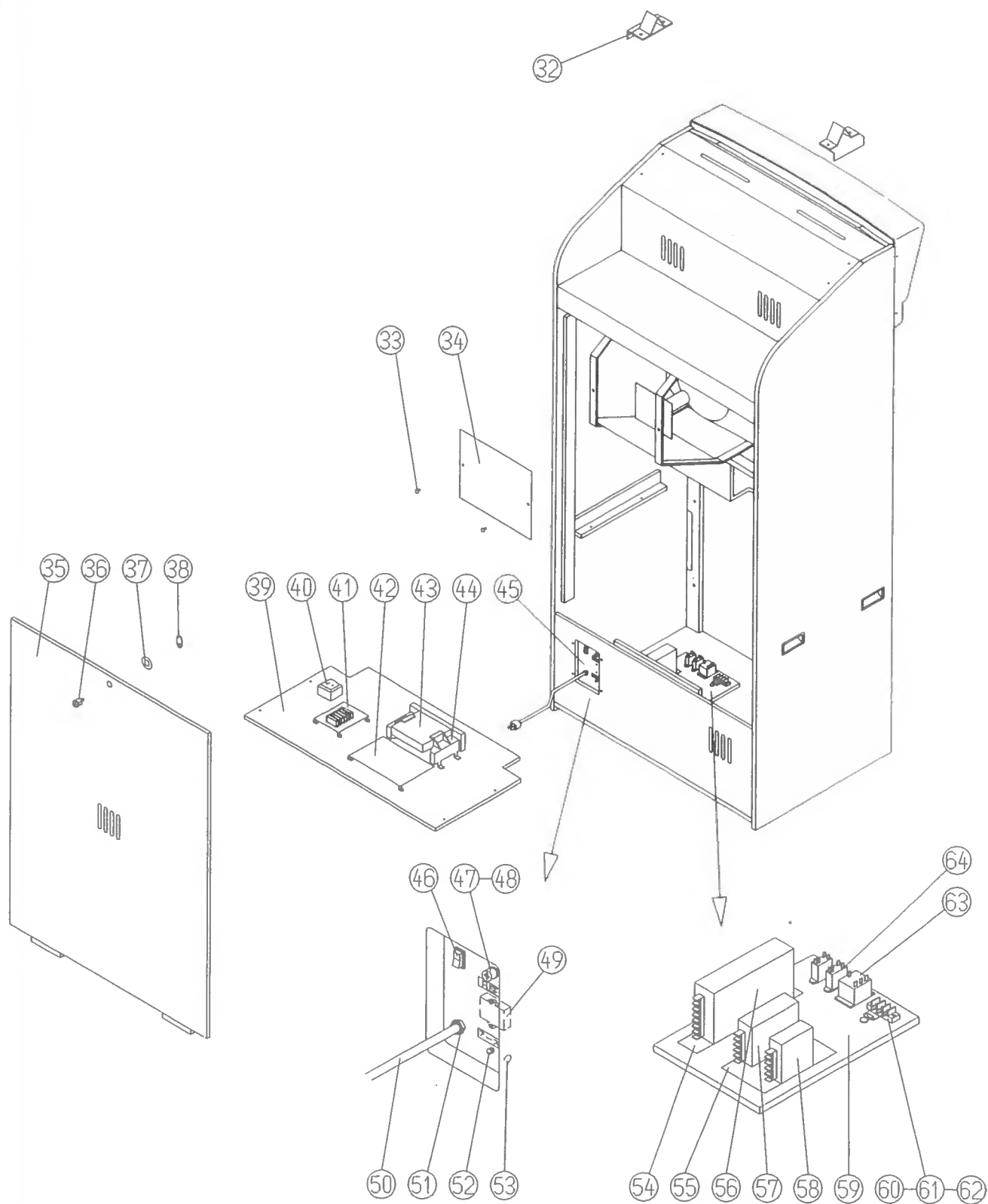


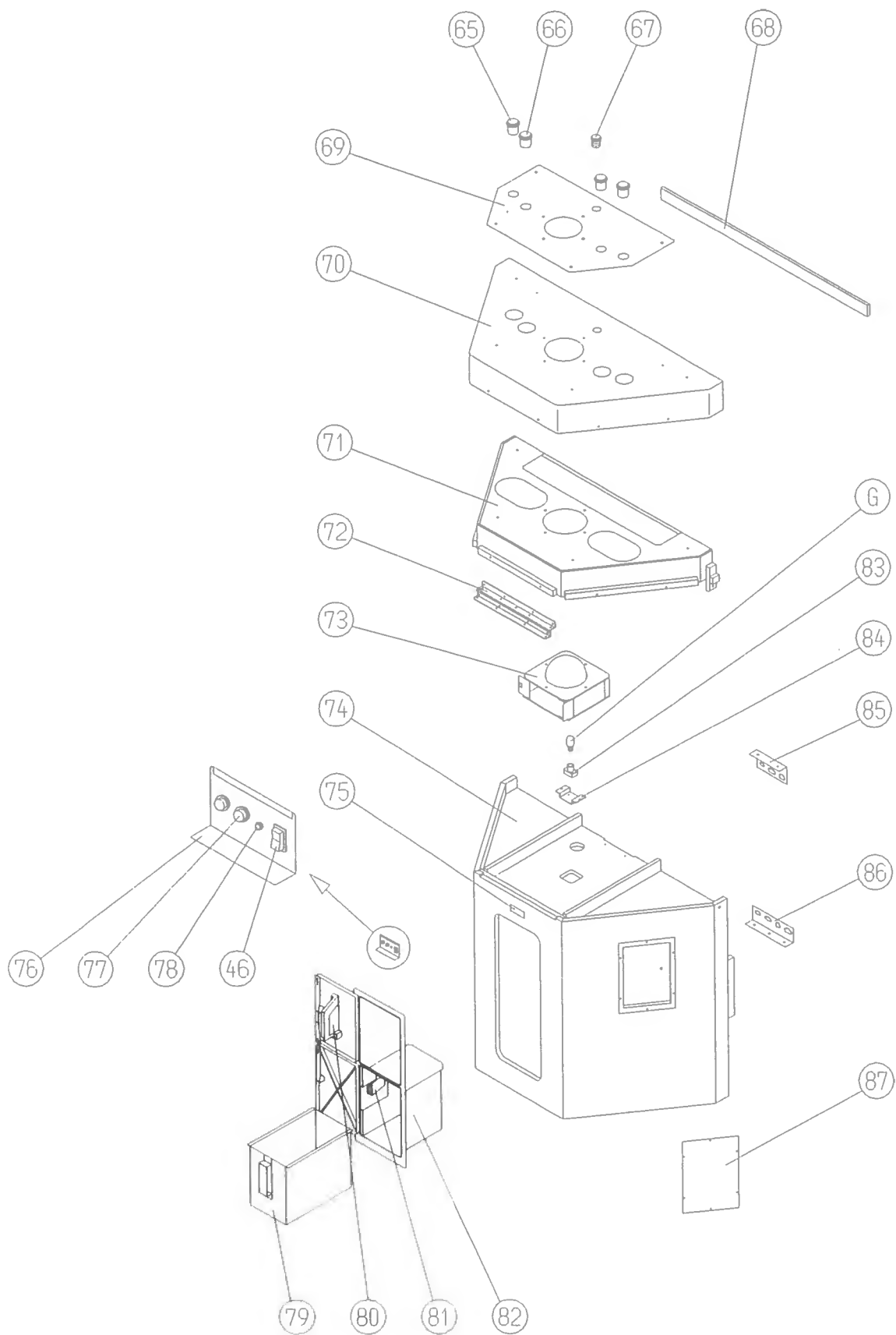
## ■ Part Names



## ■ Parts Diagram







## ■ Parts Lists

No.	Part name	Type number	Quantity	Note
1	Billboard panel	579233614	1	
2	Billboard cover	589223614	1	
3	Billboard frame	530203614	1	
4	Lenses for marker lamp	300423	10	
5	Long hinge	520241540	1	
6	Stay for forward board	403471	1	
7	Timer lamp fixture	530212614	1	
8	Timer lamp boards	SIT-T1	2	
9	Wedge bulb sockets	3452007	10	
10	Light bulb sockets	3453402	8	
11	Fluorescent light holder	342301	1	L-shaped for 30W
12	Lamp fixture panel	599212614	1	
13	Left lamp shade panel	579320614	1	
14	Right lamp shade panel	579330614	1	
15	Cabinet	599610614	1	
16	Billboard anchors	509242614	2	
17	29-inch monitor	3122903	1	
18	Mirror sheets	509350614	2	
19	Speaker grill	510303614	1	
20	Monitor cover	589303614	1	
21	Nozzle guard	530310614	1	
22	Grilled lamp panel	579340614	1	
23	Monitor cover panel	579312614	1	
24	Electro-magnetic valve assembly fixture	530131614	1	
25	Spray nozzle	4000010	1	
26	Electro-magnetic valve	40021025	1	
27	Tube joints	40088	2	
28	Air blower tube	4001508	1	
29	Speakers	44801	2	8 $\Omega$
30	Compressor	4000610	1	
31	Compressor holder fixture	530050614	1	
32	Rope hooks	51070614	2	
33	Screwlets	4954890	2	
34	Monitor sheet	509360614	1	
35	Rear panel	599022614	1	
36	Master key	4315533	1	G5533
37	Key locking fixture	43501	1	
38	Key bellows A	43326	1	
39	Rack panel	599031614	1	
40	Square outlet	3551012	1	1P
41	SSR PCB	SIT-S	1	
42	SIT PCB	SIT-M	1	
43	Software cartridge	NGM2360	1	
44	Main PCB	MB1-SIT	1	
45	Rear power box	520222524	1	
46	Power switches	332208	2	
47	Fuse holder	352130	1	
48	Fuse	303602	1	6A (anti-surge type)
49	Noise filter	3512206	1	
50	Harness for power source	370160614	1	
51	Cord bolt	39111	1	
52	Ground terminal	353381	1	
53	Mechanism cap	39230	1	$\phi 30$



No.	Part name	Type number	Quantity	Note
54	Switching power source assembly fixture (B)	530160614	1	
55	Switching power source assembly fixture (C)	520060614	1	
56	Switching regulator 1	32115024	1	
57	Switching regulator 2	3212512	1	
58	Switching regulator 3	3211050	1	
59	Lower panel base	599502614	1	
60	Relay terminal base	3561333	1	3P
61	Oxidized fixture tunic resistor	20710422	1	2W
62	Varistor	15003000	1	
63	Power relay 1	3584112	1	
64	Power relays 2	3582011	2	
65	φ30 Push-button switches (blue)	3313016	2	
66	φ30 Push-button switches (red)	3313012	2	
67	φ24 Push-button switch (blue)	3582416	1	
68	Control panel packing	509081614	1	
69	Track ball panel	579072614	1	
70	Control panel	589051614	1	
71	Control panel base	599041614	1	
72	Hinge	520151614	1	
73	4.5-inch track ball assembly	426452	1	
74	Control panel main unit	599620614	1	
75	Serial number plate	71340572	1	
76	Switch panel	520110610	1	
77	Service/test switches	3314122	2	
78	Demagnetizing switch	33113190	1	
79	Cash box	530090542	1	
80	Coin selector	41181010	1	
81	Coin counter	451812	1	
82	Service door	K2010524	1	
83	E12 security socket	3450527	1	
84	Track ball light fixture	530140614	1	
85	Upper connector bracket	530190614	1	
86	Under connector bracket	530181614	1	
87	Card dispenser plate	530110614	1	

#### Disposable parts

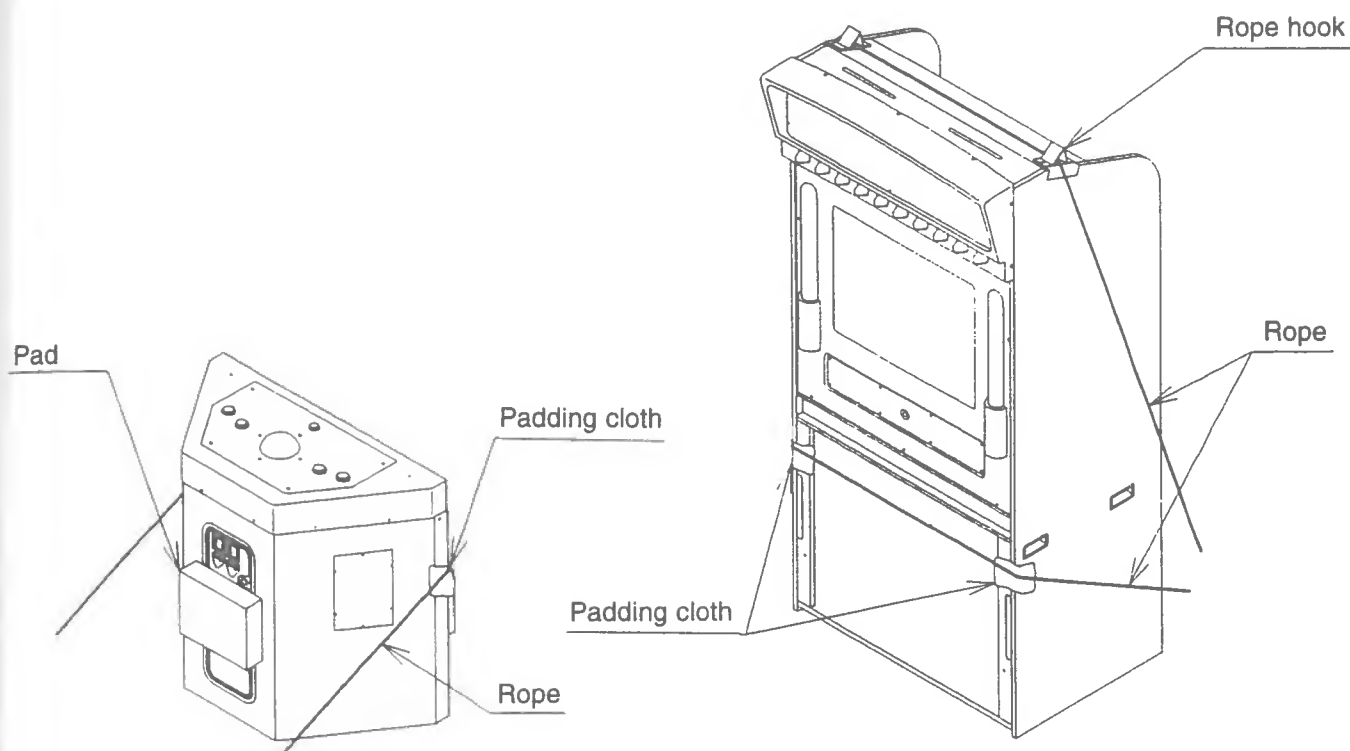
No.	Part name	Type number	Quantity	Note
A	Wedge bulbs	304059	10	24V 4.5W
B	Reflector lamps	304402	2	40W red
C	Ballast	302301	1	
D	Fluorescent light	301301	1	30W white
E	Flash lamps	3009026	4	
F	White light bulbs	304209	2	40W white
G	Medium oblong bulb	3041912	1	24V 5W

#### Accessories List

Part name	Type number	Quantity	Note
Master keys (male)	4365533	2	for LK33A G5533
Cash box keys (male)	—	2	for LK33A
L-shaped wrench	881003	1	for M4
M6 3-point seamed screws	81310635	6	
User manual	71310614	1	

## ■ Moving and Shipping the Cabinet

When moving and shipping this cabinet, be aware of the points listed below.



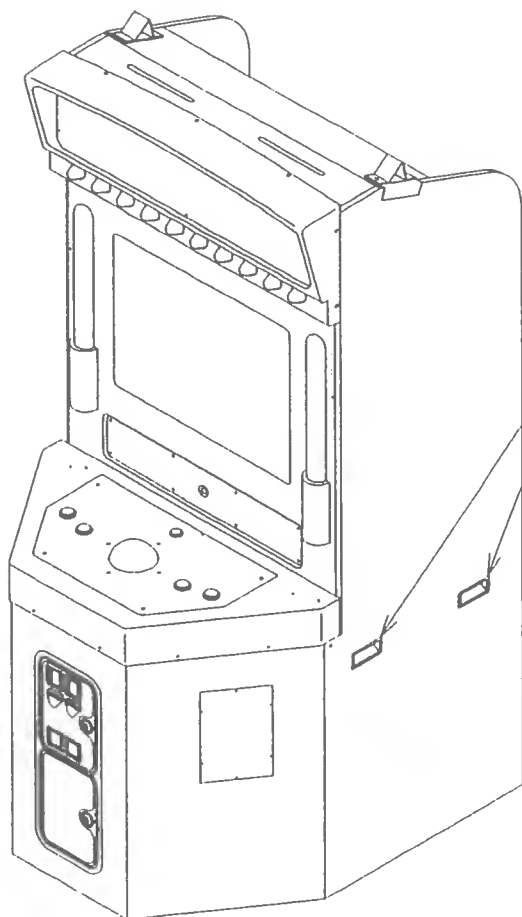
- When loading and moving the cabinet into a vehicle, run a rope through the rope hooks on top of the cabinet and secure it firmly. So the cabinets not damaged, protect edges with the padding cloths and pads as shown in the diagram above.



- When moving and shipping the cabinet, unplug the power cord. Also, do not damage the power cord and wiring, etc. This may cause accidents and breakdowns.
- Moving and shipping should be done with the appropriate number of personnel paying attention to the surroundings to prevent accidents. Be sure to hold the cabinet using the hand grips shown in the diagram above.
- Do not use a fork lift to move the cabinet. It may cause accidents where the machine may tip or fall over.
- Do not move the cabinet with the adjusters lowered. It may cause injury and accidents.



- When moving the machine over graded surfaces, be sure to separate the cabinet section from the control panel section. If not done, this may cause accidents and breakdowns. At this time, be sure not to lose removed screws.
- When shipping the cabinet, be sure to attach the shipping fixtures to the air compressor section to prevent damage to the cabinet.



Hand grips (2 places on both left and right sides)

- When moving the cabinet over graded surfaces, etc., be sure to separate the control panel section from the cabinet section. (For separation procedures, see "Placing and Installing the Cabinet" on p. 15.)



- When moving and shipping the cabinet, unplug the power cord. Do not damage the power cord or wiring. This may cause accidents or breakdowns.
- Moving and shipping should be done with the appropriate number of personnel paying attention to the surroundings to prevent accidents. Be sure to hold the cabinet using the hand grips shown in the diagram above.
- Do not use a fork lift to move the cabinet. It may cause accidents where the machine may tip or fall over.
- Do not move the cabinet with the adjusters lowered. It may cause injury and accidents.



- When moving the machine over graded surfaces, be sure to separate the cabinet section from the control panel section. If not done, this may cause accidents and breakdowns. At this time, be sure not to lose removed screws.
- When shipping the cabinet, be sure to attach the shipping fixtures to the air compressor section to prevent damage to the cabinet.

## ■ Placing and Installing the Cabinet

At the time of shipment, the cabinet's cabinet section and control panel section are separated. Following the procedures below, carry out the needed assembly steps.

### **Cabinet Section**

Dimensions: 850 mm (W) × 680 mm (D) × 1,900 mm (H)

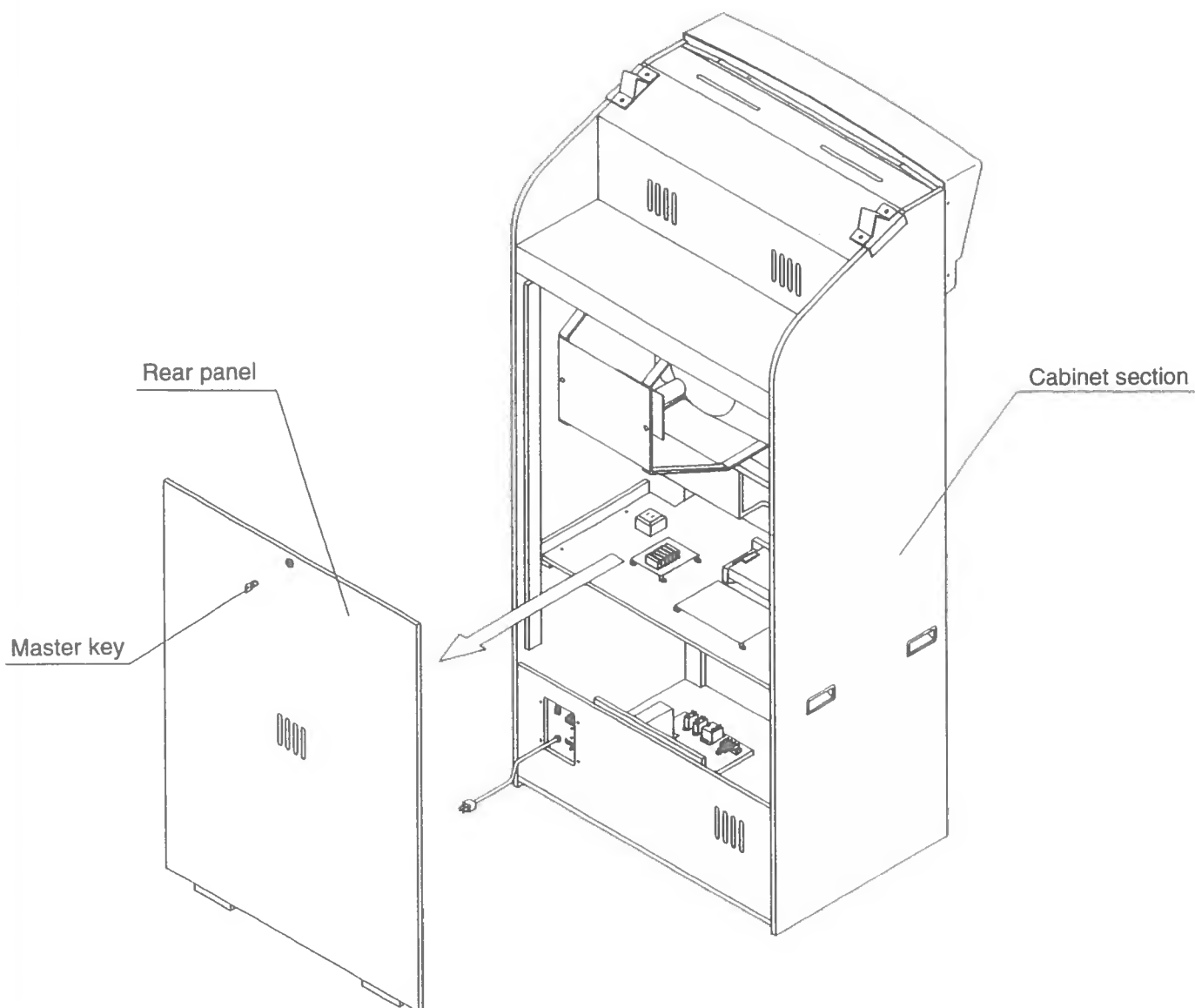
Weight: 119.5 kg

### **Control Panel**

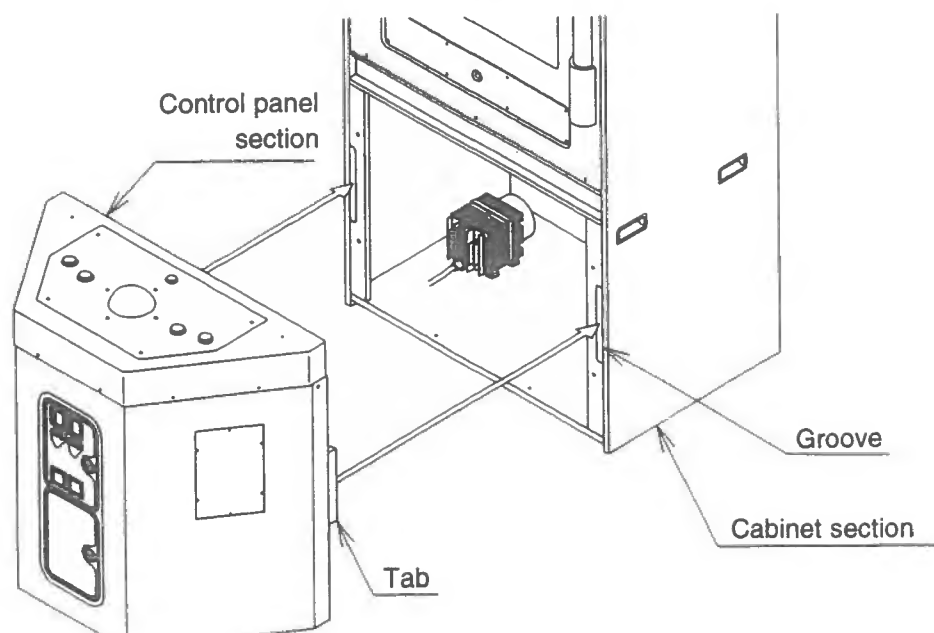
Dimensions: 850 mm (W) × 475 mm (D) × 870 mm (H)

Weight: 30.5 kg

1. Unlock the rear panel with the master keys and open the rear panel.

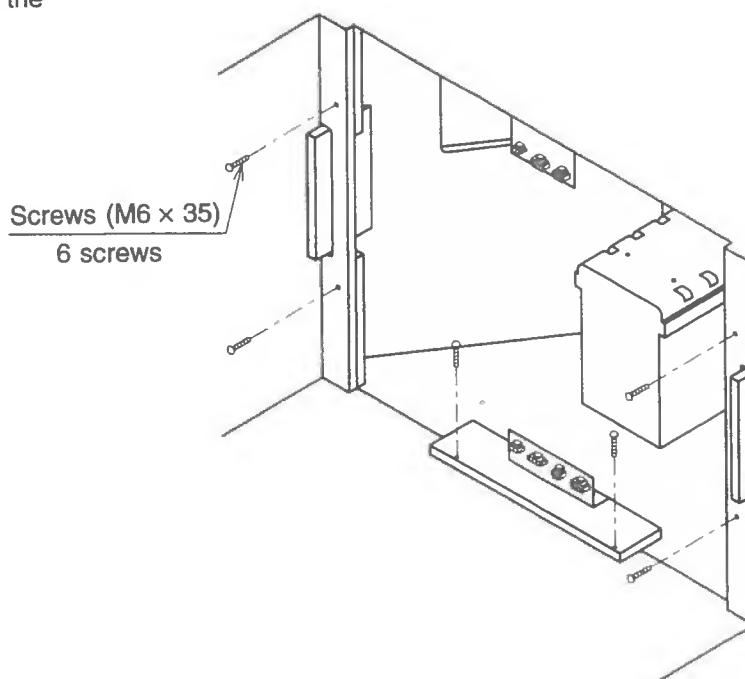


2. Insert the control panel section's tabs into the grooves of the cabinet section.



**When attaching the control panel section, be careful not to pinch your hands. It may cause personal injury.**

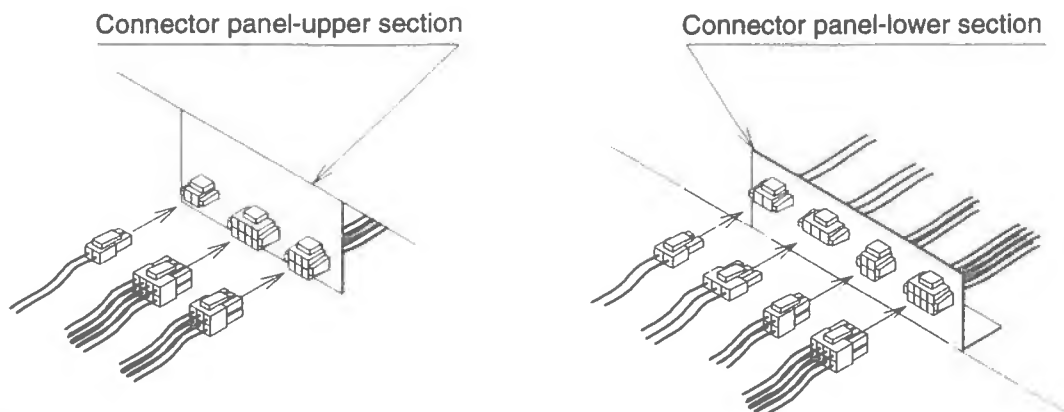
3. With the six screws (M6 × 35), secure the cabinet and control panel sections.



**Be sure to securely tighten all screws. If screws become loose, it may cause damage to parts.**

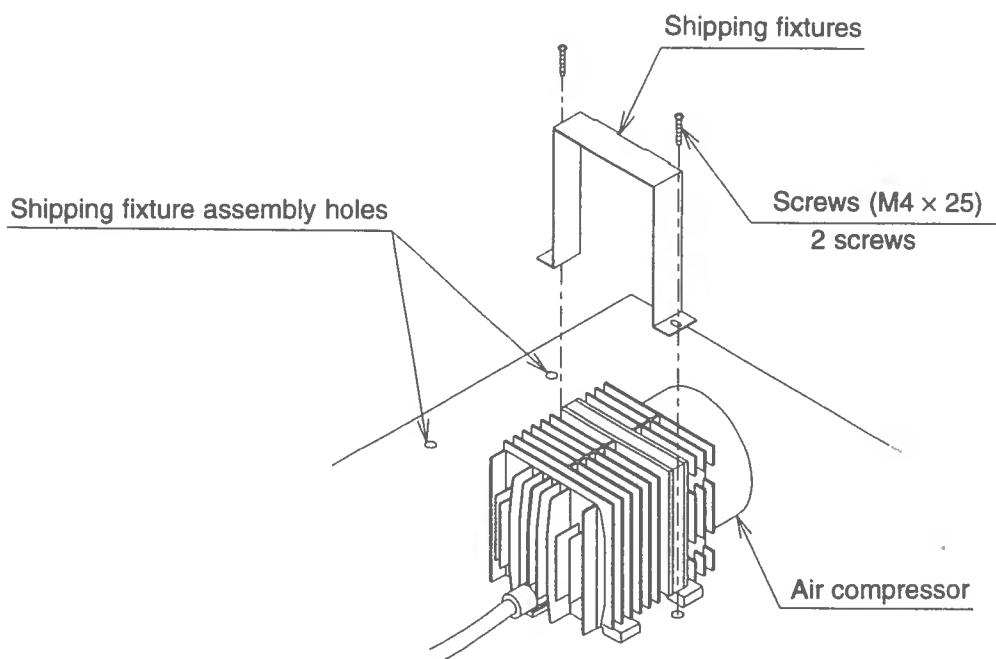


4. Connect the cabinet section's connectors to the control panel section's connector panel (three places in the upper section and four in the lower).



**Connect connectors correctly. Insufficient insertions or mistaken connections may result in fire or cause electric shock.**

5. Remove the air compressor's shipping fixtures. Removed shipping fixtures should then be secured in the holes at the side of the air compressor.



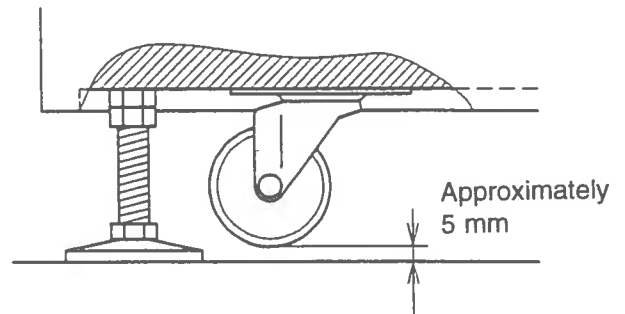
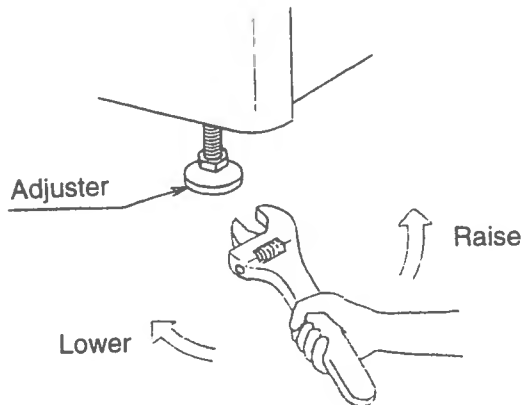
\* Shipping fixtures are necessary for shipping the cabinet. Be sure not to lose these.

6. Close the rear panel and lock it with the master key.



**Be especially careful when closing the rear panel. Pinching your hands, etc., may cause personal injury.**

7. When an appropriate location has been selected and the cabinet has been moved, lower the adjusters at the bottom of the cabinet (five locations) to the surface. When they are set on the surface, use a wrench to adjust the height of each adjuster and bring the cabinet level (the casters should be about 5 mm off the ground). When adjustments are complete, be sure to tighten the nut under the cabinet to lock the position.

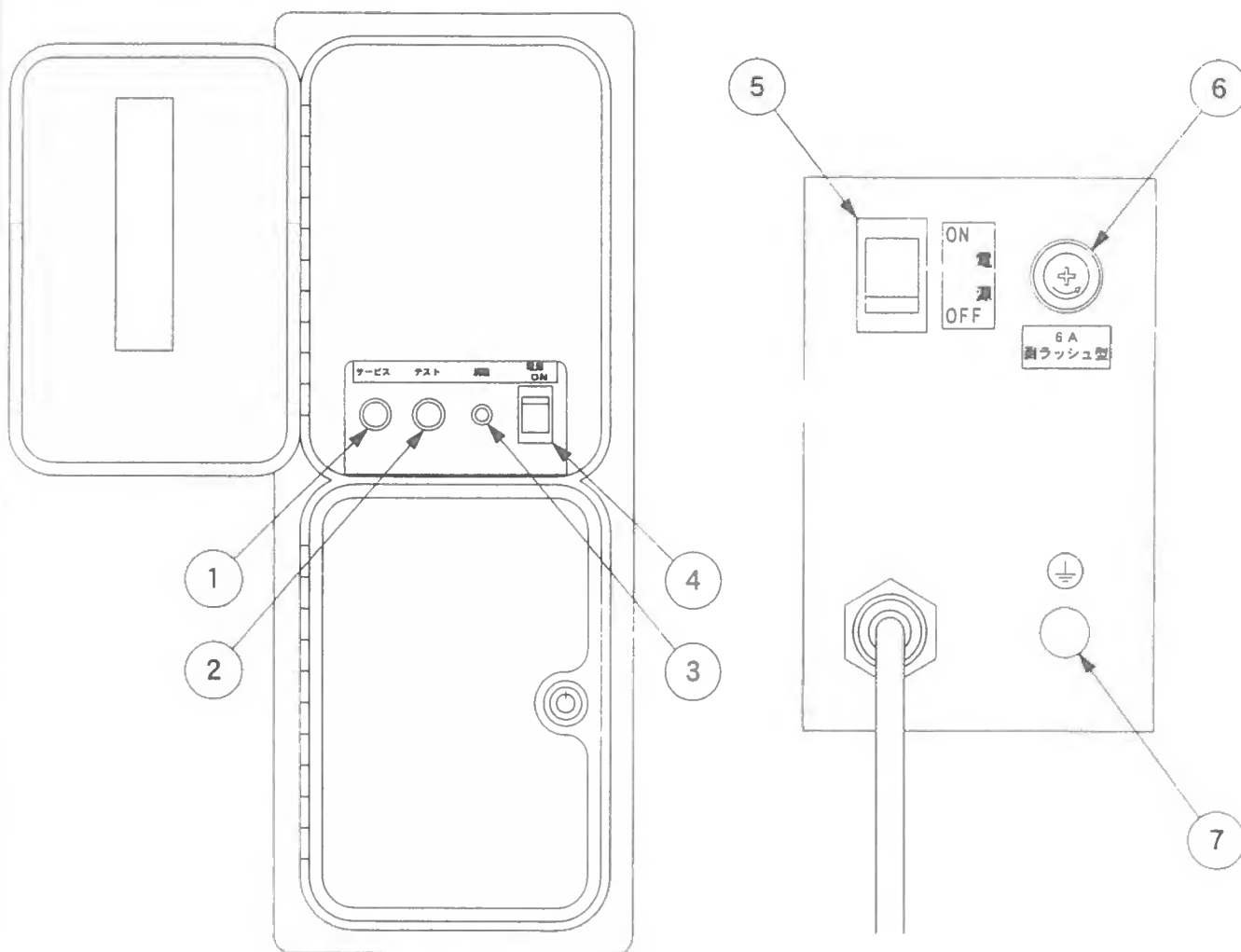


- **Do not place the cabinet in the locations listed below. So doing may result in accidents such as fire and electric shock.**
  - Indoor pools, areas near a shower, and other locations where humidity is high.
  - In areas exposed to direct sunlight.
  - In areas that are excessively hot, like next to a heater. In areas around dangerous materials.
  - In places that are excessively dusty.
  - In areas prone to leaking or flooding.
  - Near ventilators and areas of severe temperature extremes.
  - On inclines, areas subject to severe jolts, and other unstable locations.
- **Do not place containers with liquids (drinks, etc.) or small metal objects on the machine. Should liquid or metal materials fall into the machine, it may result in fire and electric shock.**
- **Be sure to lower all five adjusters to the surface and stabilize the cabinet. If not stabilized, it may result in personal injury or accidents.**
- **Use the cabinet with indoor wiring meeting the proper voltage specifications. Failing to do so may cause fire or electric shock.**
- **Absolutely do not use numerous appliances on one outlet. It may result in fire or electric shock.**



**Do not place the power cord in areas where people can step on or kick it. This may result in personal injury and accidents.**

## ■ Switches and Terminals



Front service door

Rear power box section

### Operation Section

#### Front Service Door (Inside)

- ① Service switch ..... Service credit switch.
- ② Test switch ..... For entering the Test Mode.
- ③ Demagnetizing switch ..... Use when the monitor is magnetized.
- ④ Front power switch

#### Rear power box section

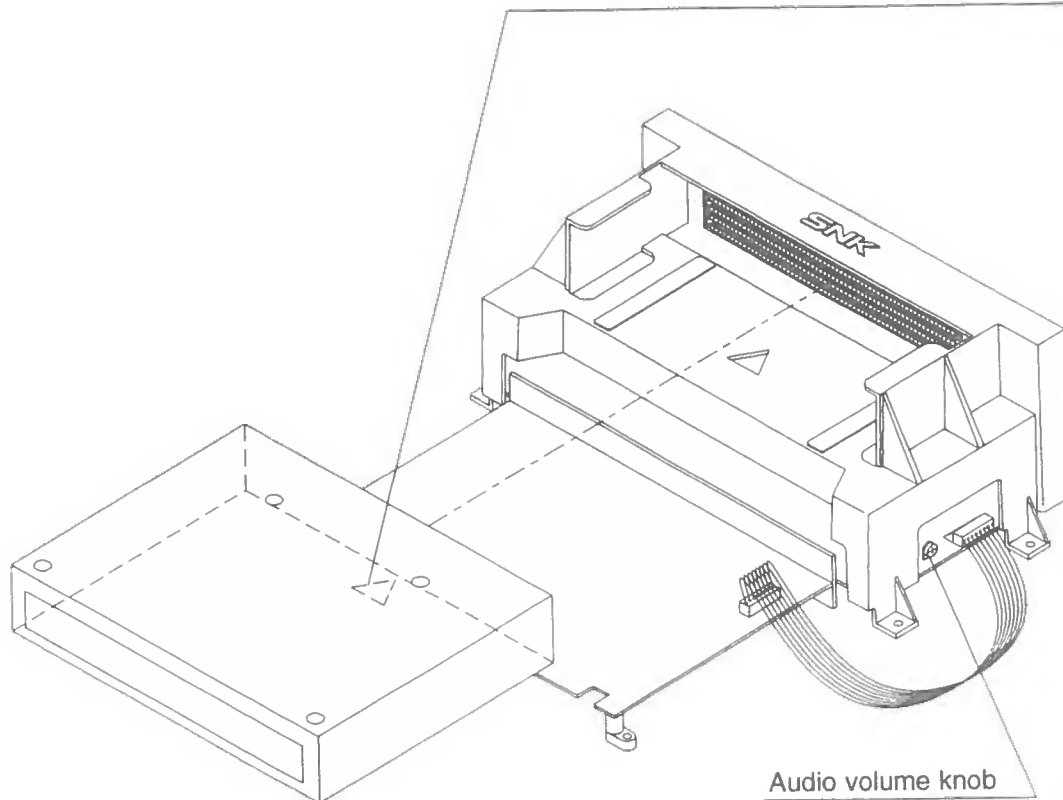
- ⑤ Rear power switch
- ⑥ Fuse holder ..... Holds fuse (6A, anti-surge type).
- ⑦ Ground terminal ..... Connects to the ground cable.

\* If the front power switch ④ and the rear power switch ⑤ are not turned on, the cabinet will not operate.

## ■ Changing Cartridges and Adjusting Volume

To change the cartridge, open the rear panel as shown in the diagram below and insert/remove the cartridge completely. When adjusting the volume, turn the volume knob with a screwdriver. Turning the knob to the left decreases volume, turning it to the right increases the volume.

\* Insert the cartridge with the arrow mark (▼) facing down.



When changing cartridges, be sure the cabinet is turned off. Doing this with the power on may cause breakdowns and electric shock.



- Do not insert cartridges other than the one for the IRRITATING MAZE. Doing so may cause breakdowns and accidents.
- Do not let conductive materials fall into the cartridge slot. Doing so may cause breakdowns and accidents.
- Do not install a main PCB other than the main PCB for the IRRITATING MAZE. Doing so may cause breakdowns.

## ■ Test mode

### 1. Activating Setting Modes

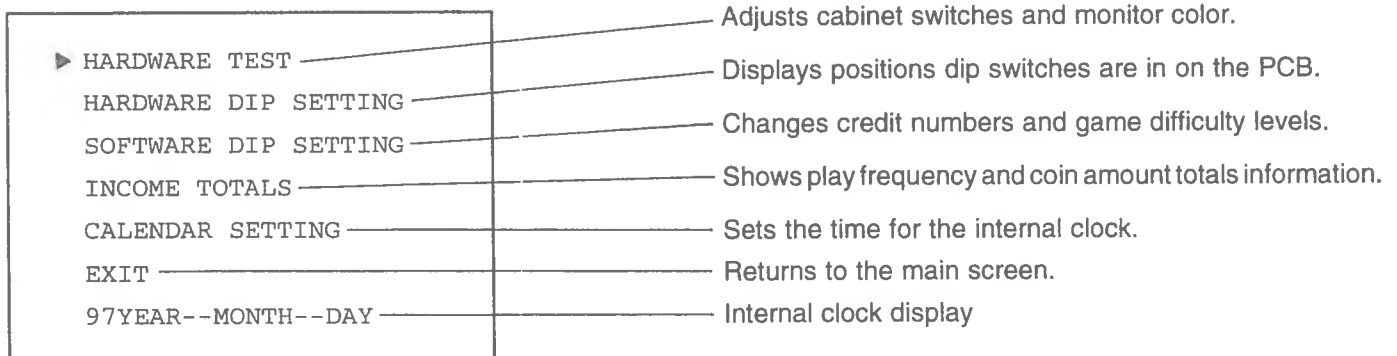
- After turning the cabinet on, press the Test switch in the cabinet to call up the "Main Menu."
- Turn the No. 1 dip switch on the PCB to "ON." This calls up the "Main Menu" automatically when the machine is subsequently turned on.

### 2. "Main Menu" Screen

Use the control panel to select each mode.

- Move the track ball up or down to move the cursor. Match the cursor to the item you wish to change and press the LEFT A button.

\* All subsequent operations for each mode can be done using the control panel.

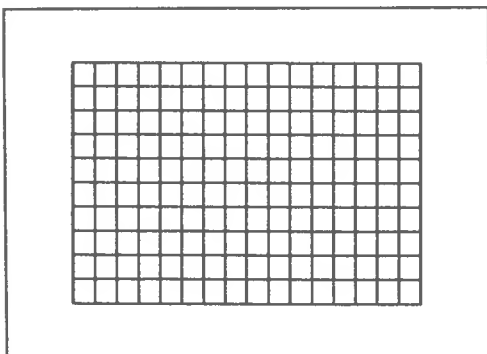


### 3. Hardware Test

Performs various checks of the cabinet.

(If a game cartridge has not been installed, only the hardware test will be run.)

## Crosshatch pattern



After selecting "HARDWARE TEST," push the LEFT A button.

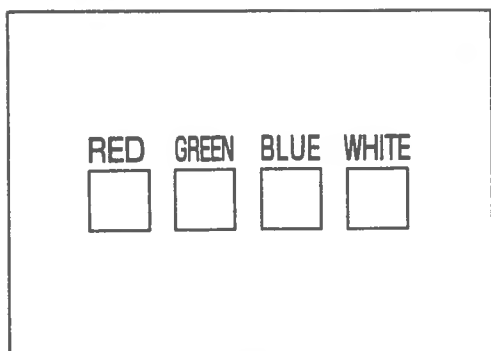
The crosshatch will be displayed.





- Press the control panel's START button and follow the procedures below.

## Color Adjustment



Displays RGB colors.

- Use when adjusting monitor colors.



- Press the START button.

## Control Panel Input Check

Checks the operation of all switches such as those on the control panel (track ball, triggers, etc.)

- When the switch is OFF a "0" appears. When the switch is on, a "1" will be displayed. Move each switch to confirm settings.

I/O CHECK 1/3				
12345678				
DIP 00000000				Dip switch
X	<00>	TEST	0	Test button
Y	00	COIN1	0	Coin selector
LEFT A	0	COIN2	0	
LEFT B	0	SERVICE	0	Service switch
RIGHT A	0			
RIGHT B	0			
START	0			

Control panel's track ball and buttons.



• Press the START button.

## External Output Check

Checks the card dispenser and air compressor.

Select items by moving the track ball up or down and push the LEFT A button to begin output.

I/O CHECK 2/3

SELECT AND PUSH LEFT A BUTTON

> CARD DISPENSER OUT

AIR COMPRESSER OUT

CARD DISPENSER

CONNECT 0

CARD OK 0

CARD ERROR 0

CARD EMPTY 0

Card dispenser

Air compressor

Checks connections (Dip switch 3)

Output OK

Card jam

Cards have run out



• Press the START button.

## Lamp Check

Turns all lamps on and off for a set period (In AUTO mode only).

I/O CHECK 3/3

> AUTO/MANUAL

TIMER LAMP

COLOR LAMP

TRACK BALL LAMP

SIDE LAMP

FLASH LAMP

CHARGE 180

SELECT AND PUSH LEFT A BUTTON

AUTO/MANUAL mode switch

The mode currently in use is displayed in red.

Turns timer lamps on one at a time in a preset sequence.

Color lamps

Track ball lamp

Side lamps

Time until the flash lamp recharges



- Press the **START** button.

## Clearing the Backup Memory

BACKUP CLEAR

OK=PUSH LEFT A,B AND  
RIGHT A BUTTONS

Push the LEFT A, LEFT B and RIGHT A buttons down simultaneously to clear data such as income information, etc. (Returns to the initial settings made at the time of shipment from the factory.)

### Items Deleted

Income totals (play frequency, coin amounts)  
Software dip settings (play frequency, coin amounts, game difficulty levels)



- Push the **START** button.

CALENDAR SETTINGS

CURRENT DATE/TIME

--YEAR--MONTH--DAY SATURDAY

--HOUR--MINUTES--SECONDS

SETTING DATE/TIME LEFT A BUTTON, TRACK BALL:SELECT  
RIGHT B BUTTON:SET

--HOUR--MINUTES--SECONDS

Sets calendar.

- With the track ball, numbers displayed in red can be increased by pushing the LEFT A button and decreased by pushing the LEFT B button.  
When settings are completed, be sure to push the RIGHT B button.
- \* When shipped from the factory, all time settings have already been made.  
Normally, there is no need to reset these.



- Press the **START** button.

Return to the crosshatch display.

\* From the Hardware Test mode, to return to the "Main Menu" screen and the game screen, turn off the cabinet and turn it back on again (This cannot be done through button operations.).

## 4. Hardware Dip Settings

Displays the current PCB dip switch settings.

HARDWARE DIP SETTINGS		
	12345678	
SETTING MODE	0 . . . . .	OFF
	. 0 . . . . .	OFF
CARD DISPENSER	. . 0 . . . .	NONE
COMMUNICATION	. . . 0 0 0 . .	OFF
FREE PLAY	. . . . . 0 .	OFF
STOP MODE	. . . . . 0	OFF
	0=ON 1=OFF	

After selecting hardware dip settings with the track ball, push the LEFT A button.

Push the RIGHT A button to return to the "Main Menu."

## 5. Software Dip Settings

Performs all game settings.

► CABINET SETTINGS  
SLOT 1 Irritating Maze

After selecting software dip settings with the track ball, push the LEFT A button.

Use to change settings like credit values, etc.

Use to change game difficulty settings, etc.



- Match the cursor and push the LEFT A button.

### Cabinet Settings

COIN 1 1COIN=1CREDIT  
COIN 2 1COIN=2CREDITS  
GAME SELECT Credit values/Free  
FORCED START 30 seconds  
DEMO SOUND Different with each game

Coins needed to play and play numbers (Increase with the LEFT A button; decrease with the LEFT B button.)

Not used.

Sets the time from when coins have been inserted until the start of the game (Increase with the LEFT A button; decrease with the LEFT B button.)

Turns background/demonstration sound on/off.



- Return to the Software Dip Setting menu by pushing the RIGHT A button. Select Slot 1 (THE IRRITATING MAZE) with the cursor and push the LEFT A button.

## Game Settings

Page 1's Initial Settings Screen

Irritating Maze	
▶ LEFT PLAYER	2
CONTINUE	NO LIMIT
DEMO SOUND	YES
INSTRUCTION	YES
GAME LEVEL	4
COURSE BONUS	EVERY
BONUS TIME	YES/YES
▼ NEXT	

Page 2's Initial Settings Screen

Irritating Maze	
▶ LEVEL/CREDIT	NO/YES
STAGE SELECT	NO
PRACTICE	NO

### [OPERATION METHODS]

1. Move the track ball up or down to match the cursor to the item you wish to change.
2. Push the LEFT A button to move through setting options and make settings.

(Push the LEFT B button to return to setting options in order.)

\* To change pages, move the track ball down to "NEXT" at the bottom of the screen. Move the track ball up to the first item on the second page to return to page 1.

[PLAYER LEFT]	Sets the number of times the baton can be held at the start of the game. 1 → 2 → 3 to 99
[CONTINUE]	Sets continue play. NO LIMIT → NONE → 1 to 99
[DEMO SOUND]	Sets demo sound (BGM). YES → NO
[INSTRUCTION]	Sets the playing instructions demo. ON → OFF
[GAME LEVEL]	Sets the game difficulty to one of eight levels. Level 1 → Level 2 → Level 3 → Level 4 → Level 5 → Level 6 → Level 7 → Level 8
[COURSE BONUS]	Sets bonus play credits when a course is cleared on NOVICE (Beginner) and EXPERT (Intermediate) courses. EVERY TIME → NO BONUS
[BONUS TIME]	Sets the amount of time remaining before a checkpoint is reached and the time before continue play is begun after continuing play on NOVICE (Beginner) and EXPERT (Intermediate) courses. YES/YES → YES/NO → NO/NO
[LEVEL/CREDIT]	Sets whether level and credits are displayed. NO/YES → YES/YES → YES/NO → NO/NO
[STAGE SELECT]	Selects whether courses can be selected. YES → NO
[PRACTICE]	Sets whether the PRACTICE course can be selected. YES → NO



## 6. Income Totals

Displays play frequency and coin amount totals information.

► CABINET/COIN  
CABINET/PLAY  
SLOT1 Irritating Maze

Total amount of inserted coins (annual, first 6 months, second 6 months)

Total play frequencies, continue plays, average play time (annual, first 6 months, second 6 months)

Income display for "THE IRRITATING MAZE."



- Match the cursor to the item and push the LEFT A button.

### CABINET/COIN

CABINET/COIN			
	COIN1	COIN2	SERVICE
1/15 SAT	2244	0	25
1/14 FRI	4422	0	36
1/13 THU	6633	0	35
1/12 WED	8844	0	54
1/11 TUE	2399	0	28
1/10 MON	5699	0	95

Displays the weekly amount of inserted coins by day in the COIN 1 column.

\* COIN 2 is to be ignored. Service amounts are credits registered when the Service switch has been pressed.



- Push the LEFT A button.

CABINET/COIN			
	COIN1	COIN2	SERVICE
JANUARY	2244	0	25
FEBRUARY	4422	0	36
MARCH	6633	0	35
APRIL	8844	0	54
MAY	2399	0	28
JUNE	5699	0	95

The total of inserted coins for the first six months (January to June) is displayed by month in the COIN 1 column.



- Push the LEFT A button.

CABINET/COIN			
	COIN1	COIN2	SERVICE
JULY	2244	0	25
AUGUST	4422	0	36
SEPTEMBER	6633	0	35
OCTOBER	8844	0	54
NOVEMBER	2399	0	28
DECEMBER	5699	0	95

The total of inserted coins for the second six months (July to December) is displayed by month in the COIN 1 column.

By pushing the LEFT A button, the first coin's weekly display is shown.

Push the RIGHT A button to return to the income totals menu.  
Push the RIGHT A button again to return to the "Main Menu."

## CABINET/PLAY

CABINET/PLAY			
	PLAY	CONTINUE	AV. TIME
1/15 SAT	24	42	5:20
1/14 FRI	44	82	8:10
1/13 THU	63	45	9:20
1/12 WED	84	70	7:40
1/11 TUE	99	25	6:30
1/10 MON	59	55	5:20

Displays weekly play totals, continued games, and average playing times by day.



- Press the LEFT A button.

CABINET/PLAY			
	PLAY	CONTINUE	AV. TIME
JANUARY	24589	42466	25:20
FEBRUARY	44584	82112	85:10
MARCH	63012	45787	129:20
APRIL	84760	70502	79:40
MAY	99860	25978	69:30
JUNE	59784	55231	130:20

Displays play amounts, continued games, average play times by month for the first six months of the year (January to June).



- Press the LEFT A button.

CABINET/PLAY			
	PLAY	CONTINUE	AV. TIME
JULY	24589	42466	25:20
AUGUST	44584	82112	85:10
SEPTEMBER	63012	45787	129:20
OCTOBER	84760	70502	79:40
NOVEMBER	99860	25978	69:30
DECEMBER	59784	55231	130:20

Displays play amounts, continued games, average play times by month for the second six months of the year (July to December).

- By pushing the LEFT A button, the first weekly play amount is shown.  
Push the RIGHT A button to return to the income totals menu.
- Push the RIGHT A button again to return to the "Main Menu."

## 7. Calendar Settings

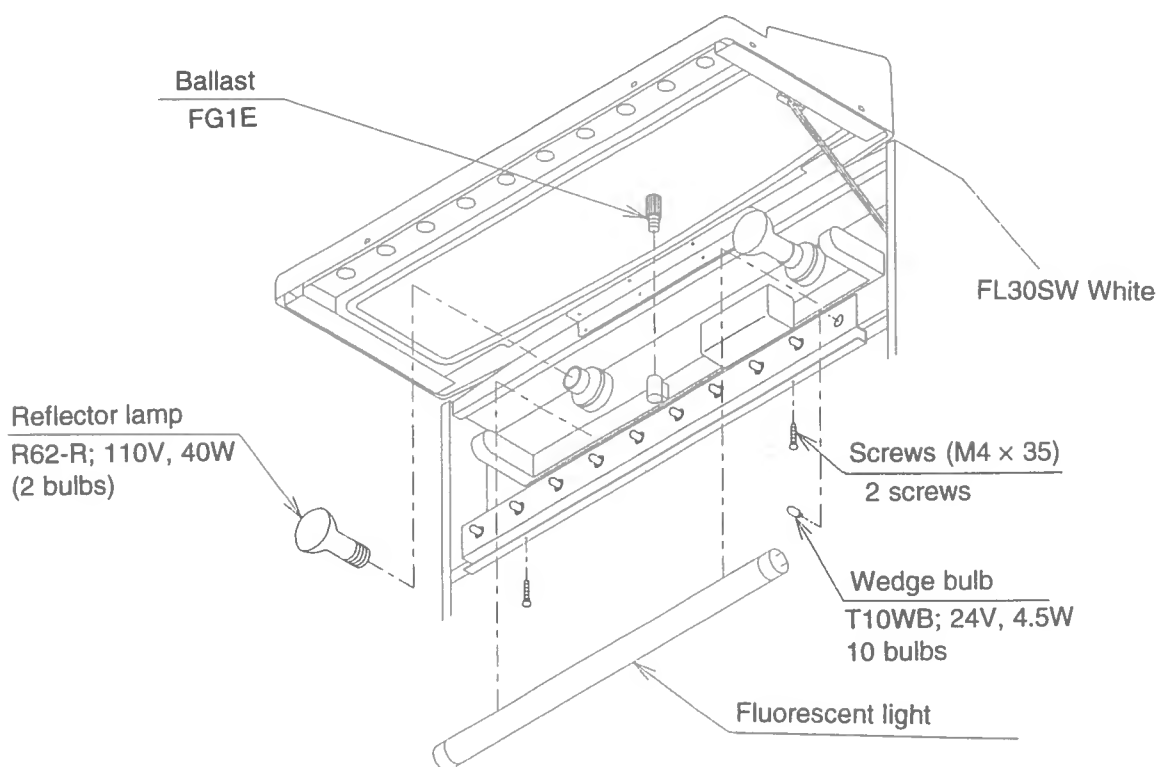
Functions and setting methods are similar to the calendar settings item of the hardware test. However, by pushing the RIGHT A button, it's possible to return to the "Main Menu."

- After selecting EXIT on the "Main Menu" with the track ball, push the LEFT A button to return to the game screen.

## ■ Maintenance

### Changing Top Section Lamps, Fluorescent Lights

1. Remove the screws of the top section and hold the right side of the billboard to open.  
\* Opening the billboard to more than 80° will activate the lock. Pushing the billboard up about 3° more will unlock the billboard.
2. Remove the fluorescent light (FL30SW) from the fixture and replace.
3. Remove the ballast (FG1E) from the fixture and replace.
4. Remove the reflector lamps (R62-R; 110V, 40W) from the socket and replace.
5. Remove the wedge bulb (T10WB; 24V, 4.5W) from the socket and replace.



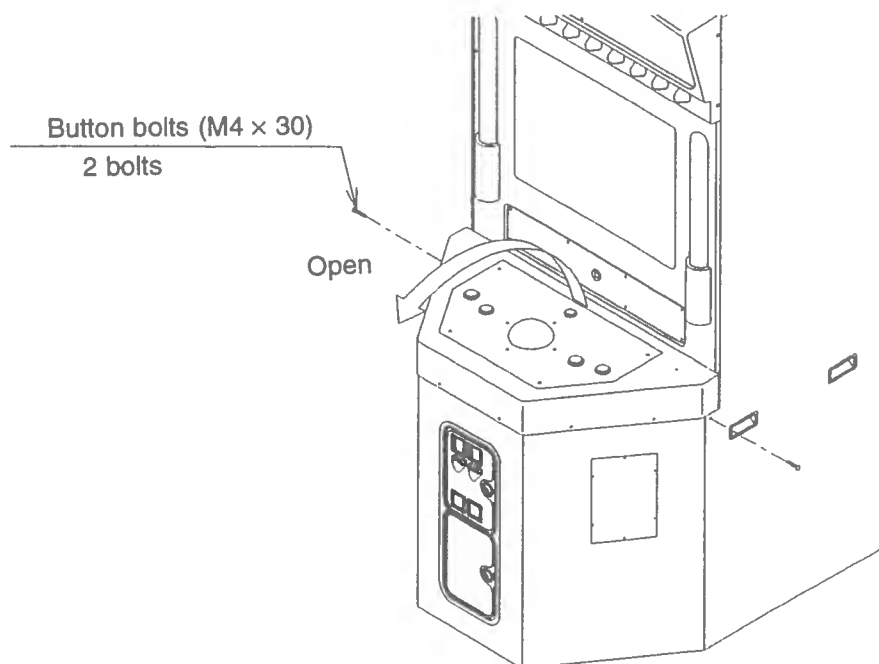
- When changing lamps and fluorescent lights, be sure to turn the cabinet off and unplug the power cord. Failing to do this may cause electric shock or breakdowns.
- Do not severely jolt lamps and fluorescent lights. It may cause personal injury and accidents from breakage.



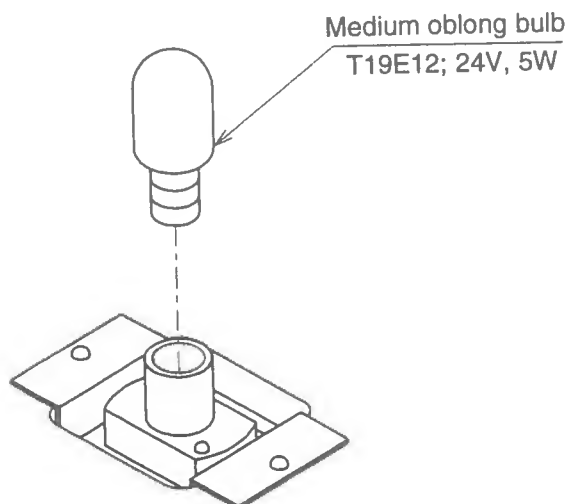
- When changing bulbs in high areas, etc., do not stand on the control panel section. Use a footstool. If operations are done without a footstool, it may result in accidents or personal injury.
- Even when the power has been turned off, lamps, fluorescent lights, and surrounding areas may still be extremely hot. When changing bulbs, etc., make sure the cabinet and parts have cooled sufficiently. Beginning operations without checking this may result in burns and accidents.

## Changing Control Panel Section Lamps

1. With the L-shaped wrench, remove the control section's bolts and open the control panel.



2. Remove the medium oblong bulb (T19E12; 24V, 5W) from the socket and replace.



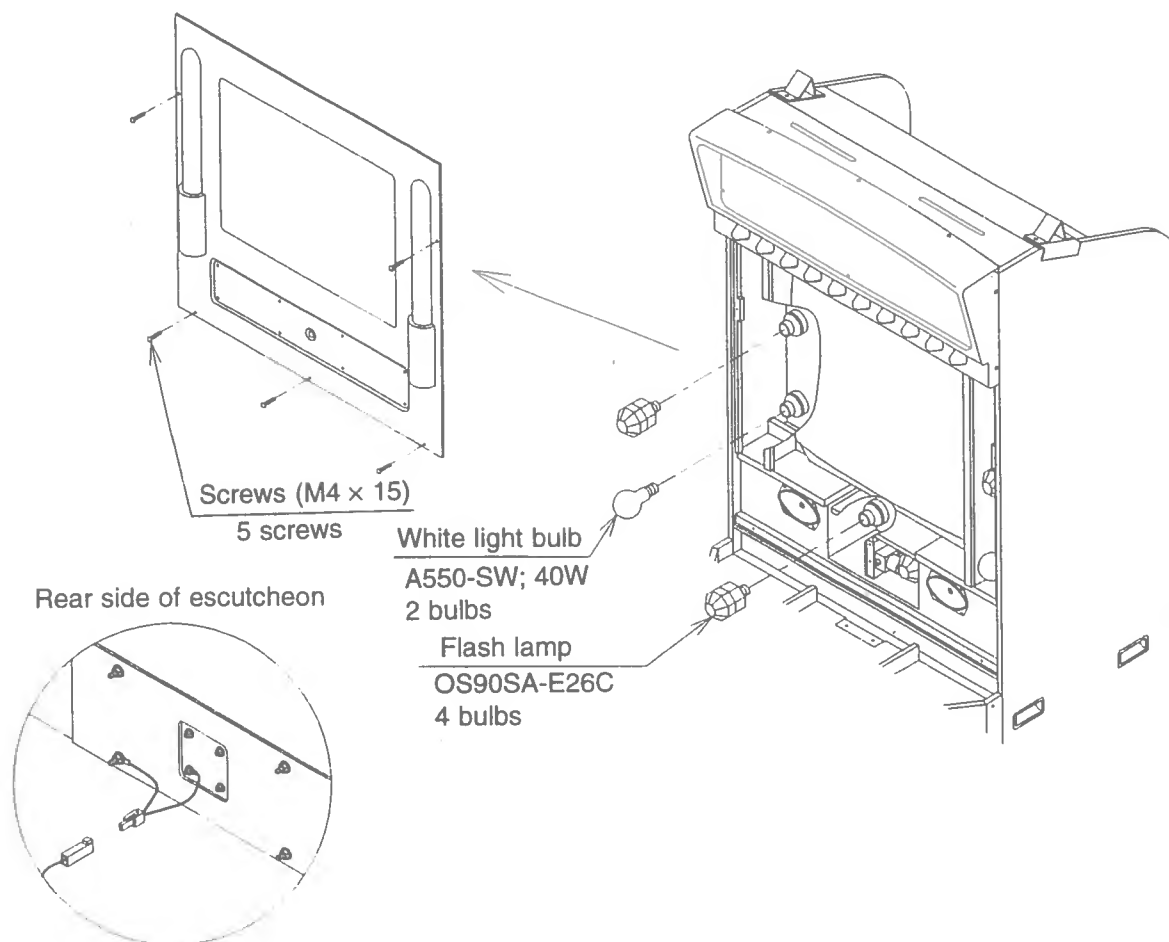
- When changing lamps and fluorescent lights, be sure to turn the cabinet off and unplug the power cord. Failing to do this may cause electric shock or breakdowns.
- Do not severely jolt lamps and fluorescent lights. It may cause personal injury and accidents from breakage.



- Even when the power has been turned off, lamps, fluorescent lights, and surrounding areas may still be extremely hot. When changing bulbs, etc., make sure the cabinet and parts have cooled sufficiently. Beginning operations without checking this may result in burns and accidents.

## Changing Escutcheon Section Lamps

1. Remove the button bolts of the control panel section with the L-shaped wrench and open the control panel.
2. Remove the screws of the escutcheon section and remove the escutcheon. At this time, remove the connectors connected to the escutcheon.
3. Remove the flash lamps (OS90SA-E26C) from the socket and replace.
4. Remove the white light bulb (A55-SW; 40W) from the socket and replace.



- When changing lamps and fluorescent lights, be sure to turn the cabinet off and unplug the power cord. Failing to do this may cause electric shock or breakdowns.
- Do not severely jolt lamps and fluorescent lights. It may cause personal injury and accidents from breakage.

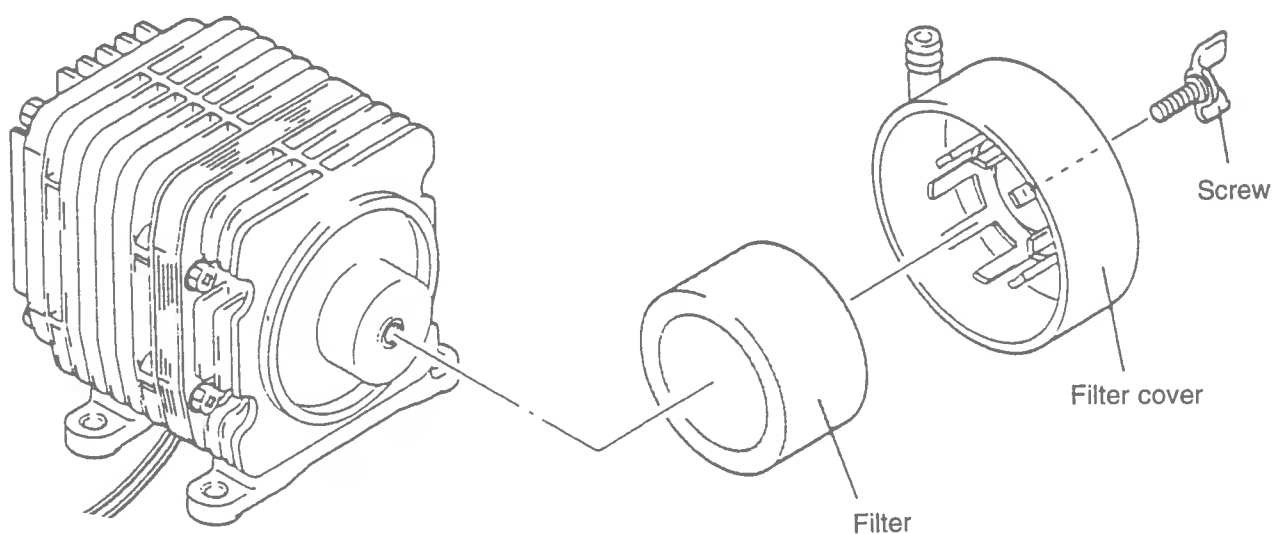


- Even when the power has been turned off, lamps, fluorescent lights, and surrounding areas may still be extremely hot. When changing bulbs, etc., make sure the cabinet and parts have cooled sufficiently. Beginning operations without checking this may result in burns and accidents.

## Cleaning and Changing the Air Compressor Filter

If air output decreases, follow the procedures below to clean and change air compressor filters.

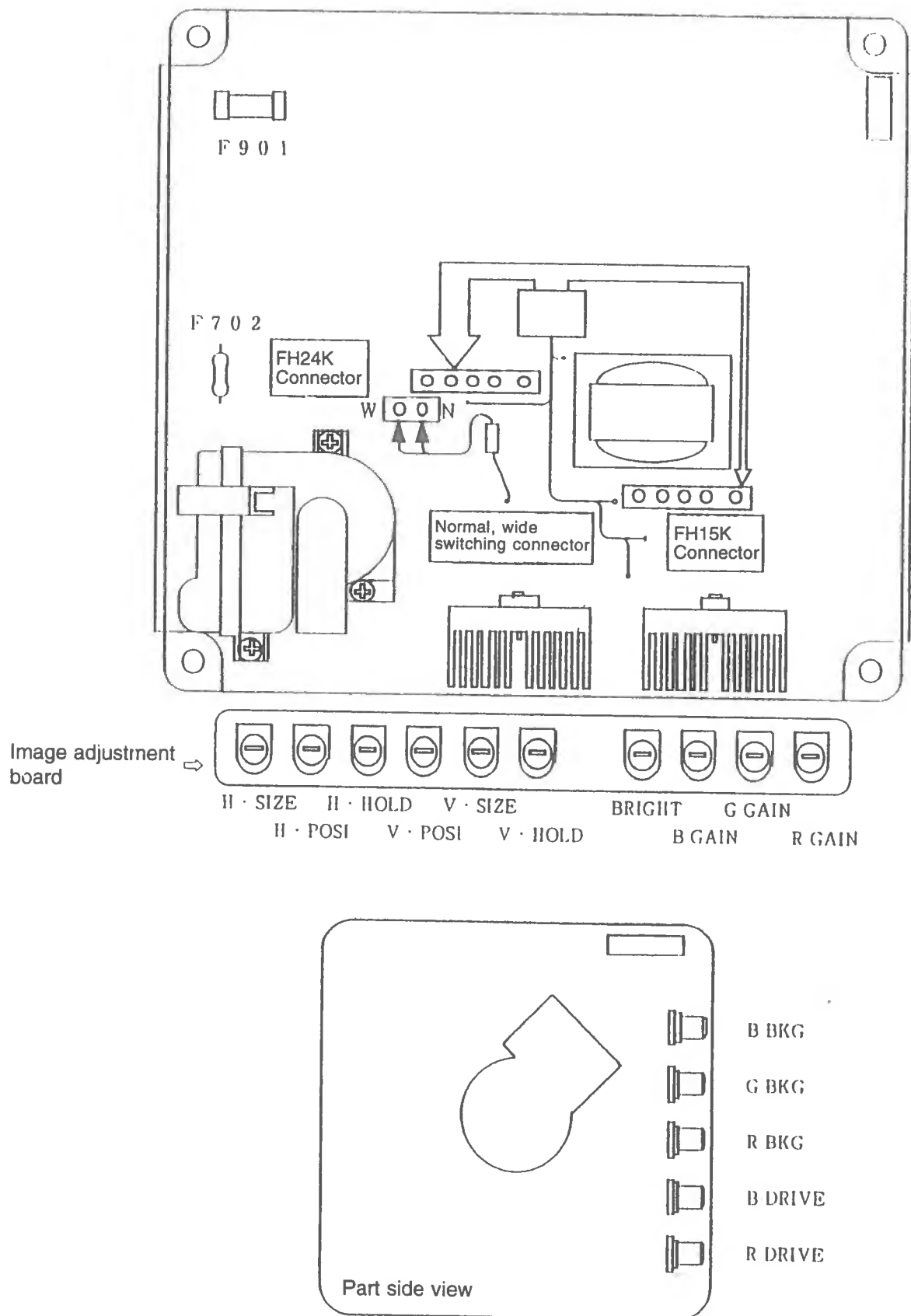
1. Open the rear panel.
2. Remove the screws from the center of the air compressor and remove the filter cover and filter.
3. Tap the filter to remove accumulated dust.
4. Return the filter to its original position and attach the filter cover.



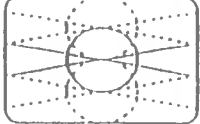
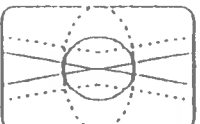
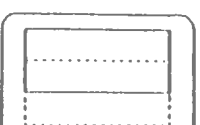


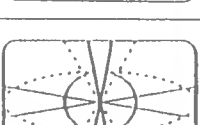
\* If the filter is excessively dirty, wash it with a neutral detergent. After thoroughly rinsing it out, dry it in the shade. Because using the filter when it's wet may cause breakdowns, make sure it is sufficiently dry before using it again.

# ■ Adjusting the Monitor

## (1) PCB Layout



## (2) Explanation of Adjustment Functions

Item No.	Name		Operation
1	R-GAIN	Red signal amplitude	Adjusts red signal amplitude
2	G-GAIN	Green signal amplitude	Adjusts green signal amplitude
3	B-GAIN	Blue signal amplitude	Adjusts blue signal amplitude
4	BRIGHT	Brightness	Adjusts image brightness
5	V. HOLD	Vertical hold	Use when the screen runs up and down 
6	V. SIZE	Vertical size	Adjusts vertical image size 
7	V. POSI	Vertical positioning	Adjusts vertical image position 
8	H. HOLD	Horizontal hold	Adjusts image running right to left 
9	H. POSI	Horizontal positioning	Adjusts horizontal image position 
10	H. SIZE	Horizontal size	Adjusts horizontal image size 



Inside this cabinet, there are areas that contain a high-voltage of over 25,000 volts (FBT section, etc.). Even when the power has been turned off, because there are instances where these parts still contain an electric charge, under no circumstances should parts other than those designated be touched. There is danger of severe injury and even death.



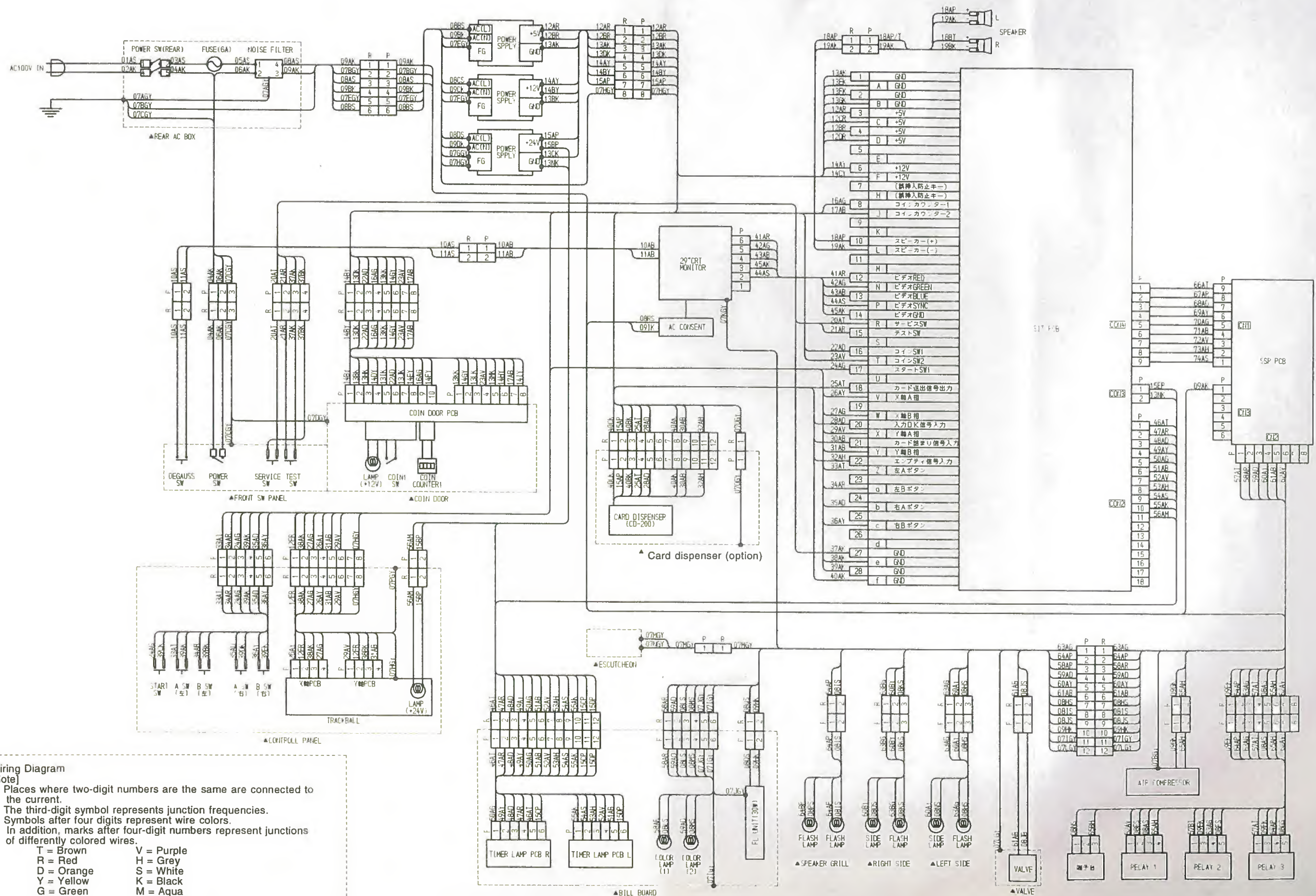
## ■ Before Requesting Repairs

Before concluding that the cabinet is broken, check to see that the cabinet does not meet the conditions listed below.

1. This cabinet can be used within a range of AC220V to 240V. But if a number of large-capacity appliances (air conditioners, large-scale cabinets, etc.) are used on the same power line, there may be fluctuations in voltage that cause breakdowns and malfunctions.
2. When the cabinet fails to operate even with the power turned on, check the outlet, power switch and fuse a second time.
3. If dust accumulates on the CPU or objects have fallen into the cabinet, this may be a cause of breakdowns and malfunctions.
4. When the track ball and buttons do not operate properly, check to see whether connectors have come loose.
5. If air does not blow out from the cabinet, check to see that connectors have not come loose and tubes have not become disconnected.

- **If none of the conditions apply, or there is no improvement after following procedures, contact your dealer or place where the cabinet was purchased.**
- **Because repairs of each type of printed-circuit board (PCB) are to be performed by the SNK Corporation, do not perform electric current tests with a tester. The internal voltage of the tester may damage ICs.**







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